

METHOD AND SYSTEM FOR SCALING A  
GRAPHICAL USER INTERFACE (GUI) WIDGET BASED  
ON SELECTION POINTER PROXIMITY

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ABSTRACT OF THE DISCLOSURE

On a display screen, the visual size of a graphical user interface (GUI) widget is scaled based on the distance between the GUI widget and a displayed selection pointer, such as an arrow pointer controlled by a mouse. As the selection pointer is moved toward or away from the widget, the widget changes size. This permits the widget to display additional information, such as icon text, as a user moves a selection pointer closer to the widget.

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